ALTERNATIVE MOB DIFFICULTY SCALING

OVERVIEW

The objectives of those rules modifications are to:

- get **more Minion miniatures** to the table, especially at low player count.
- increase the **difficulty** of the game (without making the game much longer).
- improve the **progression** with the Darkness Track (easier at the start, harder / more crowded at the end).
- empower the **Mob Leader** (more dice, more health, more XP).

RULES

Those rules adjust only the number of Minions to spawn in a Mob and some Leader's parameters.

CHANGES TO THE SPAWN OF MINIONS

- At the beginning of a quest (setup and first two rounds), every Mob spawn with a **number of Minions** equals to the number of Heroes / 2, rounded down.

  Example: *when playing with 3 Heroes, the Mobs that are spawned at setup have only 1 Minion.*

  NOTE: *solo Hero plays as if there are 2 Heroes, as stated in the original rulebook.*
- When the Darkness Tracker reaches spaces 2, 4 and 6, all future Mobs will spawn with **1 more Minion**.

  Example: *when playing with 3 Heroes, Mobs spawning at round 1 have 1 Minion, at round 2-3 have 2 Minions, at round 4-5 have 3 Minions, at round 6+ have 4 Minions.*

CHANGES TO THE MOB LEADER

- The Mob Leader Health is **multiplied** by the number of Heroes / 2, rounded up.

  Example: *when playing with 3 Heroes, Mob Leaders have health multiplied by 2.*
- In Combat, the Mob Leader also **add 1 Enemy Die** (black die). Total limited to 6 Enemy Dice.

  Example: *a Mob with 1 Leader and 3 Minions have 4 Enemy Dice; a Mob with 1 Leader alone have 1 Enemy Die.*
- Killing a Mob Leader give **3 XP** (instead of 2 XP) to all Heroes.

SUMMARY

You can refer to this table:

Number of Heroes	1	2	3	4	5	6
Mob Leader	Formula: =⌊/2⌋					
Health multiplier	x1	x1	x2	x2	x3	x3
Combat Dice	+1 Enemy Die					
When killed	3 XP for all Heroes					
Number of Minions	Formula: =⌊/2⌋					
at Darkness space 1	1	1	1	2	2	3
at Darkness space 2-3	2	2	2	3	3	4
at Darkness space 4-5	3	3	3	4	4	5
at Darkness space 6+	4	4	4	5	5	6

Replace the **Darkness Track** by this one to follow up the number of Minions to spawn.